DIVISION OF MEDICAID Post Office Box 83720 Boise, Idaho 83720-0009 PHONE: (208) 334-5747 FAX: (208) 364-1811

DEPARTMENT

September 30, 2011

Dear Medicaid Participant:

The 2011 Legislature, through House Bill 260, has directed Idaho Medicaid to start requiring participants to share in the cost of their health coverage by using co-payments (co-pays). This means certain Medicaid providers may charge you a co-pay of \$3.65, when you receive services from them. If you don't pay the co-pay to the provider, you might not receive services from the provider that day.

Beginning November 1, 2011, you'll have to pay a co-pay for an office visit to a podiatrist, chiropractor or optometrist.

Beginning January 1, 2012, you'll also have to pay a co-pay for:

- Physical, occupational, and speech therapy
- All doctor's office visits, unless the visit is for preventive care or family planning

There is a limit on the total amount of cost-sharing you have to pay each month. The limit is 5% of your family income. This limit includes both co-pays and any premiums you pay for coverage.

> **Example:** If your family income is \$1,000 a month, you will only have to pay up to \$50 a month in premiums and co-pays (5% of \$1000). If you have two children and pay a \$15 a month premium for each child (\$30 total), then you won't have to pay more than \$20 for co-pays each month.

If you think you have gone over your co-pay limit and the provider still insists you pay the copay for that visit, go ahead and pay it. Then call Medicaid to get your situation resolved. It's very important that you save the receipt for each co-pay you make in order to resolve this type of situation. If you're charged a co-pay when you shouldn't have been charged, either Medicaid or the provider will reimburse you.

If you have questions about this letter please call Medicaid toll free at 1 (877) 200-5441.

Thank you,

Idaho Medicaid

Si usted habla a español y tiene alguna pregunta o necesita ayuda, por favor llame a (208) 334-5747 o 1 (877) 200-5441.